

***FlyBy Math™* Alignment**
Colorado Model Content Standards and Benchmarks
Amended 9-15-05

Standard 1:

Students develop number sense and use numbers and number relationships in problem-solving situations and communicate the reasoning used in solving these problems.

Benchmarks

4. use the relationships among fractions, decimals, and percents, include the concepts of ratio and proportion, in problem-solving situations;

***FlyBy Math™* Activities**

--Apply mathematics to solving distance, rate, and time problems for aircraft conflict scenarios.

Standard 2:

Students use algebraic methods to explore, model, and describe patterns and functions involving numbers, shapes, data, and graphs in problem-solving situations and communicate the reasoning used in solving these problems.

Benchmarks

1. represent, describe, and analyze patterns and relationships using tables, graphs, verbal rules, and standard algebraic notation;

***FlyBy Math™* Activities**

--Represent distance, speed, and time relationships for constant speed cases using tables, bar graphs, line graphs, equations, and a Cartesian coordinate system.

3. analyze functional relationships to explain how a change in one quantity results in a change in another (for example, how the area of a circle changes as the radius increases, or how a person's height changes over time);

--Use graphs to compare airspace scenarios for both the same and different starting conditions and the same and different constant (fixed) rates.

--Interpret the slope of a line in the context of a distance-rate-time problem.

Standard 4:

Students use geometric concepts, properties, and relationships in problem-solving situations and communicate the reasoning used in solving these problems.

Benchmarks

3. apply the concepts of ratio, proportion, and similarity in problem-solving situations;

***FlyBy Math™* Activities**

--Apply mathematics to solving distance, rate, and time problems for aircraft conflict scenarios.

4. solve problems using coordinate geometry;	--Plot points on a schematic of a jet route, on a vertical line graph, and on a Cartesian coordinate system to describe the motion of two airplanes.
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Standard 5:

Students use a variety of tools and techniques to measure, apply the results in problem-solving situations, and communicate the reasoning used in solving these problems.

Benchmarks

1. estimate, use, and describe measures of distance, perimeter, area, volume, capacity, weight, mass, and angle comparison;

2. estimate, make, and use direct and indirect measurements to describe and make comparisons;

4. develop and use formulas and procedures to solve problems involving measurement;

FlyBy Math™ Activities

--Calculate and measure the position and time of simulated aircraft. Represent that motion using tables, graphs, equations, and experimentation.

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--Compare airspace scenarios for both the same and different starting conditions and the same and different rates.

--Use the distance-rate-time formula to predict and analyze aircraft conflicts.

Standard 6:

Students link concepts and procedures as they develop and use computational techniques, including estimation, mental arithmetic, paper-and-pencil, calculators, and computers, in problem-solving situations and communicate the reasoning used in solving these problems.

Benchmarks

1. use models to explain how ratios, proportions, and percents can be used to solve real-world problems;

3. develop, apply, and explain a variety of different estimation strategies in problem-solving situations, and explain why an estimate may be acceptable in place of an exact answer;

4. select and use appropriate algorithms for computing with commonly used fractions and decimals, percents, and integers in problem-solving and determine whether the results are reasonable.

FlyBy Math™ Activities

--Apply mathematics to solving distance, rate, and time problems for aircraft conflict scenarios.

--Predict outcomes and explain results of mathematical models and experiments.

--Apply mathematics to solving distance, rate, and time problems for aircraft conflict scenarios.